

Qld's Leading Computer User Group Newsletter

CURSOR

COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

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VOL.9 No. 11 JULY 1993



Next Meeting - Tuesday 6th July
Bardon Professional Development Centre
Libraries & Sales 7pm
Meeting & Demonstration (promptly) 8pm
Visitors Welcome

A.G.M. 3 AUG
Nomination
& Proxy Forms
Pages 38-39

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MAIN MEETING

The next meeting will be held on
Tuesday July 6th at 7pm
Bardon Professional Development Ctre.
390 Simpsons Road
BARDON

Entrance via the Centre's Carpark in Carwoola Street. (ample parking available) Parking is not permitted in the Centre's grounds.

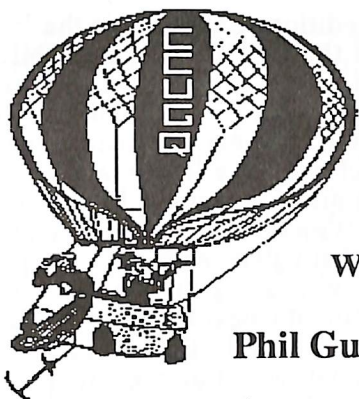
WORKSHOP MEETING

The next workshop meeting will be held
on **11th July (12 - 4pm)**
Ithaca R.S.L. Hall
Cnr Nash & Elizabeth Streets
ROSALIE

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JULY 1993



Presidents Patch

With

Phil Guernsey

Do it now. Get out that renewal form from last month's **CURSOR** and post it in with a cheque. Or put it in a prominent place to bring to the July meeting (you are coming? - it will be an interesting night!).

Suggestions for a replacement meeting venue are flooding in - well, one 'phone call anyway. The caller did reveal an interesting possibility, but that venue was so good it was booked out for the next two years. I certainly would like to hear of more - perhaps a good auditorium in a school that someone knows is available. Our main requirements are that it be 'reasonably' central but not in the city itself, while seating comfortably 100-200 people, and have parking available for 50-100 cars nearby with preferably storage for our library. We would prefer to keep to Tuesday evenings, but Monday or Wednesday would do. The main hall plus at least two extra areas are needed for the library and SIG group meetings.

You will notice two unusual pages in this issue of **CURSOR**. There are nomination forms for the management committee of the club, and a proxy form. I'll deal with the proxy form first.

As promised, I have successfully managed to avoid unpleasant debate

about our proposed name modification. Indeed, there have been no other missives received since when, in last month's **CURSOR**, we published excerpts from the mail and BBS submissions received by late May. There is no doubt that the overwhelming feeling is that the inclusion of the word 'Amiga' in our name will better reflect the majority of our members' interests and help attract a life-giving transfusion of new members. My favourite argument was the comment by Richard Carde that, after all, the very company itself whose computers we own is now called Commodore-Amiga Inc. We started off calling ourselves after the name of the company and we should continue to do so. The only decision left was to decide whether to call ourselves:

Amiga and Commodore Computer Users Group (Qld) Inc (becoming "ACCUG") or Commodore-Amiga Computer Users Group (Qld) Inc (remaining "CCUG")

I now think the retention of "CCUG(Qld)Inc" which would come about by the use of the latter name, which itself rolls more easily off the tongue than the first suggestion, has much appeal. The committee has now decided that this will be the proposition put to members at the AGM. **IF YOU ARE NOT COMING ON THE NIGHT OF THE AGM (the August meeting) THEN PLEASE SEND IN THE PROXY FORM** if you

wish the name change to go ahead. We need 75% of the votes, calculated as a proportion of the people there+proxy senders, so we need your support to ensure this progressive move goes ahead. I will be flattered if you put my name on the line "hereby appoint ..." but please also put someone else's name, perhaps our Secretary's name, Gordon Wright, on the "or, failing him, ..." because there is a distinct chance that I will have to miss the AGM myself due to a work commitment out of town provisionally slated for that week.

Now to the nomination form. Did you know that I did not nominate for the President position last year? I came forward on the AGM night when it was obvious that there was no candidate and that the club, to which I had belonged since 1984, would otherwise be in some trouble. I do not regard myself as good at the role. I have a full-time job that involves frequent interstate travel, and a young family, all of which leaves me insufficient time to do more than just keep things moving along. Also, I realise that I am an uninspiring speaker and terrible at thinking on my feet. If you think I am talking you OUT of voting for me, you are dead right. However the job certainly has the potential to be rewarding, enjoyable and fun. There must be several members who have ideas on the way that we can improve benefits for our members, and have some skills to get the resources (that is more memberships or sponsors) that are necessary to be able to provide them. Please ring me if you are at all interested.

Now note the following very carefully. There is no way that our skilled and dedicated newsletter editor can continue to produce CURSOR after the

August edition. CURSOR is the life-force of the CCUG. It is the ONLY contact with the club for many members. The standard of the newsletter this year has been superb, for which we have loudly applauded Peter on many occasions. However, if we do not recruit a replacement editor, then all that will come in the mail after August will be a single A4 page announcing the next meeting time and topic and possibly this 'President's Page'. That would be a great shame, but I am afraid to say that it is not unlikely. Remember that a main objective of the next editor's job will be to assemble a reliable team of helpers to make the job less of a chore - that means a PD listings/articles sub-editor, a 'Net-news' sub-editor, a reviews sub-editor and a technical sub-editor. Each sub-editor will have the chance to enjoy the experience of commissioning and assembling pages of CURSOR in these areas. Finally, the editor may use the club laser printer (an HP LaserJet III) for reasonable other private purposes at cost.

At this stage, our long-serving Treasurer and our not so long-serving Secretary have not told me they are unwilling to re-nominate. But I DO KNOW that both will gladly step aside if anyone volunteers to replace them. Both of these jobs allow you to actually use your Amiga to do something USEFUL. It makes a world of a difference to actually put your database, spreadsheet, word processor and DTP programs to real use. I promise you that there is a good deal of satisfaction in using your expensive toy for something of value. The Treasurer has a club-provided A500/A590 for keeping the accounts and which is brought along to the main meeting each month for the PD copying and club demonstrations.

If we hold our membership numbers, and we get a meeting venue that costs no more than Bardon, then we will at last be able to spend money on updating our commercial library. I am sure that the library doldrums has been a major reason for the departure of some members last year. This year (IF you renew!) we will accelerate our program of upgrading to the latest versions of the major programs we have and to buy copies of a few additional titles. Our present librarian lives well out of Brisbane and has not been able to make it to a couple of meetings this year. I know this job well, after all I did it for three years and thought it to be the best committee position in the club. You get the new programs first, and the latest magazines, and can explore all of them thoroughly over the month before indexing and packaging them for the next main meeting. Not much more to it really that is essential, but plenty of scope to improve on things. Nominate if you would like the job! Please.

I'm looking forward to the World of Commodore (WOC) in Sydney. I have my tickets to go there on the Saturday morning and return on Sunday night. With my video camera in my bag, I hope to get recordings of highlights of the exhibits and talks, and maybe even interviews with the interstate and overseas exhibitors. It may even be possible to fill a 90-minute HI-8 tape which is all we will have time to show at the July meeting. But do not expect a great production, as I do not have any editing equipment and, with the show finishing just two days before our July meeting, there wouldn't be time to do much anyway!

Until the 6th of July

MEETINGS

July: The meeting is two days after the close of the World of Commodore show in Sydney. I, and several other members, will be there and we hope to bring back physical and video evidence of the latest and most interesting developments in the Amiga marketplace.

August: The AGM. Not usually the most well-attended night, but we promise to keep formalities as short as possible. To add some interest, I plan to have a display of CBM computers from over the years. Starting with a PET, then a VIC-20, C64, C128, C16, Plus/4, and an Amiga 1000. All will be working and demonstrated. Nostalgia night. I would like to hear of potential exhibitors of all these machines (I can supply only the VIC-20 myself).

Phil Guernsey

URGENT

WANTED: A qualified, but cheap auditor willing to tackle the fairly trivial task of auditing our annual accounts to meet the requirements of the Incorporated Associations Act. Please let Treasurer Ken Clem know of any possibility NOW.

Amiga Report

By
Peter Hughes

Well our mystery guest, who filled in at very short notice, was none other than Ivan Rostas, the human dynamo, from Video and Audio Australia at Toowong.

Ivan appeared to be somewhat of a magician; his station waggon was the magic hat; it seemed that equipment never stopped being pulled out of it. He even brought along his own video projector for displaying the huge range of the latest software that occupied every available bit of table space.

Armed with one of Bardon Centres radio microphones he strutted the floor like a true entrepreneur ably demonstrating the latest Scala, Adpro and ImageFX and taxing the A1200 to the limit. Ivan is a long term user of the Amiga and certainly knows his way around the keyboard.

Also sat waiting in the wings was an A4000 charged with a Retina Board and other magic that never got a look-in due to the time frame of the evening.

Then like a true magician Ivan pulled the rabbit out of the hat, only the rabbit was in the form of a Sony Walkman CD player. This tiny device was one of only two in Australia, it took a 2.5 inch disk and was capable of not only playing but also writing information to the disc. The mooted retail price was around \$1500 dollars and discussion very much centred around using it as a storage device for computer information.

A very appreciative, but not over large, audience kept Ivan busy answering questions and all too soon the evening concluded with Ivan promising to return again.

It appears that the magic of Rudy Florentinus who demonstrated his unique form of Electronic Art at last months meeting will not be seen at the WOC in Sydney.

Phil Guerney and myself had many verbal discussions and written communications with people at Commodore with a view to sponsoring Rudy and his work at WOC.

The final curtain came down with Commodore being unable to assist in helping with fares or accomadation or even shipping and insuring Rudy's huge range of work produced on the Amiga.

It's not every day that a company is offered a ready made advertising campaign - maybe they are doing so well that they don't need assistance.

Whilst on Commodore, if you can assist the president in the proposed "History of Commodore" display scheduled for August - please contact him NOW!

Workshop

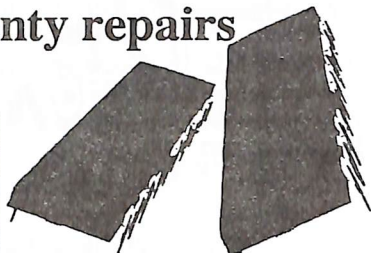
The workshop was reasonably well attended and the PD Library was busy. I thought I may have been approached by Kevin Potts to place a for sale notice for his bridgeboard which was not being co-operative.

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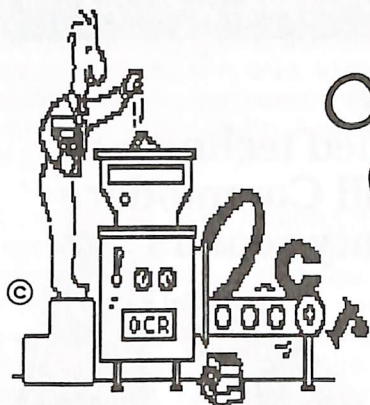
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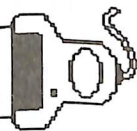
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Telephone (07) 816 1588**

CURSOR SPECIAL FEATURE



Optical Character Recognition

By Mick Gooch



In my recent review, of the Pyramid Hand Scanner, Cursor May 1993, I touched on the topic of Optical Character Recognition (OCR). I have been approached by several members regarding the technical aspects of OCR and, in particular, my thoughts on MiGraph's OCR software package and its compatibility with the Pyramid Scanner. In response, I have prepared this rather lengthy article to address the topic as fully as I can, from my own experience and that gleaned from the "Amiga Shopper".

WHAT EXACTLY IS OCR?

Optical Character Recognition is basically a process whereby a software package is employed to convert a graphic image of text from a printed document into an ASCII text file for direct use in a wordprocessor or text editor. Once this is accomplished the text can be edited and printed - the ASCII text file is exactly the same as if you had typed in the text yourself.

OCR TECHNOLOGY

OCR technology has quietly reached such a level of speed and accuracy that it can be used to transfer all kinds of printed material onto disk as ASCII text. Until now, however this type of application has not been made available to Amiga users.

The increased viability of OCR has largely been due to a shift in the way the software recognises individual characters. Early OCR software employed a system of "matrix matching". After text had been digitised by scanning, every character was stored as a matrix of dots, a "raster image", like a bitmapped font. But it was essential that the matrix be the same size for every character, hence only documents containing non-proportional typefaces were able to be recognised. These are typefaces where each letter has the same width, like the standard output from a dot matrix printer.

The software would attempt to match the resultant matrix with every character it had in its database, pixel by pixel, row by row, counting the discrepancies between it and every character on file. It then selected the character that had the fewest discrepancies.

It was a memory intensive process, and you had to have or build a character database for every typeface you wanted to scan. This took considerable time. It was extremely difficult to scan and process typeset text, such as books, magazines etc. In addition the scan quality, the quality of the source text and scanning technique were critical as any pixels introduced by a bad scan tended to confuse the software.

OCR was revolutionised with the introduction of "feature analysis", a technique in which analysed the physical characteristics of each character. The software evaluates the number and distribution of horizontal, diagonal and vertical lines in each character and where they terminate top, bottom, left or right. It also studies all the curves and their positions top, bottom left, right or closed. A complex character description profiles is built up to better equip the OCR software to identify letters in more diverse typefaces. As a consequence, it is now possible to process typeset proportional text. Different font sizes (headings, sub-headings, footnotes etc.) can now be read from a single document in one scan.

In reality, to be totally accurate the software would still need to have a recognition library for every typeface scanned. In practice, the simple capability to distinguish between the two major type styles - serif and sans-serif, coupled with recognition libraries

for the most commonly used text styles - provides much greater accuracy than ever before. Unfortunately, even feature analysis cannot totally overcome all the quandaries. For example, when two characters have identical or extremely similar feature descriptions - (O 0), ('©), (,) and (1l).

To minimize these difficulties another facet of the operation comes into action "context sensitivity". By analysing the surrounding characters some of these ambiguities are resolved. For example (t0) mid-sentence is most probably (to) whereas (12O), by the same logic is probably (120) etc.

This technique is quite sophisticated, for instance, in English the letter (p) is never followed by the letter (q) when the OCR software encounters this sequence "context sensitivity" forces it to reassess the pattern and the database. If the conflict remains unresolved it is presented to the user for adjudication. This adjudication is termed training. A small mark, a skewed scan, or an unusual typeface may cause the OCR to assess a character as the letter (q). In fact the letter is an (a) and you must tell the software that the letter is an (a). If, in fact, the letter was an unusually formed but valid letter (a) in this particular type face, you can tell the software to remember the character description and the next time the character is encountered it will be interpreted correctly as an (a).

With well written feature analysis software, several recognition libraries, a comprehensive context sensitivity system, a large computer dictionary (lexicon) and a good training interface that facilitates the creation of "user dictionaries", almost any printed

document should be transferrable from a graphic document scan to an ASCII disk file with very few mistakes. There in lies the measure of the OCR software, to me a success rate of 98% is the minimum acceptable as only two characters per 100 need to be corrected. Even 90% accuracy is unacceptable as it takes a typist almost as long to find, interpret and correct the errors as it would to type the document from the beginning. To aid in the quick correction of errors, I use a wordprocessor ("Protext", by Arnor Pty. Ltd.), which has both a Spell Checker and a "Find and Replace Function" - invaluable aids in this type of work.

MIGRAPH OCR SOFTWARE

The Migraph OCR software package comes on two disks and with - for a change - a well presented instruction manual. The manual is easy to read and details the package in simple English. The Master disk contains the Migraph OCR software and the Hard Drive Installation program (which requires at least 2 Mb. of free drive space). The Support Disk contains a Demo.iff tutorial and the multi- lingual lexicons.

MIGRAPH OCR - SYSTEM REQUIREMENTS

A hard drive is a must as Migraph OCR, on the Amiga allows you to specify a temporary file for operations for which you do not have enough RAM. The Atari version uses the hard drive to "cache" data when memory availability is low and this data "cache" temporary file is then deleted when you exit the program

You require a minimum of 2.5 Mb. of Ram. Like all memory intensive programs, this is a minimum. After

loading the program you will have sufficient memory to hand scan a 4" x 6" area at 300 dots per inch (dpi). Similarly, importing pages of pre-scanned pages (ILBMs) is impossible as memory is only sufficient for half an A4 page scanned at 300 dpi.

With 3 Mb. you can hand scan the maximum 4" x 16" at either 300 or 400 dpi or just manage to import a pre-scanned A4 page at 300 dpi. If, however, you want to scan the image in sideways (landscape) and then rotate it further memory is required. At 4Mb. of Ram, Migraph OCR, runs unrestricted, even with a 400 dpi scan of a full A4 page of text.

Migraph OCR can import black and white (two-colour) IFF ILBM files, so it can use scans created with any Amiga scanner, plus two-colour IMG and TIFF files so that pages scanned on another platform can be transferred to Amiga disks and processed.

The software currently has (officially) direct support for three hand held scanners: Migraph, AlfaData and Golden Image. However, I found that it also directly supports the Pyramid scanner.

If your scanner is not supported you can still use the OCR software but first you must scan the text into the scanners specific scan software to create and save the IFF (ILBMs) and then import them into Migraph OCR for processing.

I believe that Migraph have two versions of the software, the full version with all the import capabilities and the versions sold with the Migraph, AlfaData and Golden Image scanners. Apparently, the latter, though offering direct support, will only

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process images scanned on that brand of scanner and won't import from other sources. I cannot confirm this but it is well worth a question or two at purchase time. Though in their defence the later version is considerably cheaper. I am still trying to clarify this issue at the moment.

The direct scanning part of Migraph OCR is very simple. The Scan Settings requester has only three variables and one of those - the scan resolution - is automatically read from the setting on the scanner. A slider allows you to specify the scan length in imperial or metric. The maximum length of scan displayed is automatically the maximum length memory will allow (upto the absolute maximum of 14 inches). The width is that of the scanner head - 4 inches. The last option is Landscape or Portrait. Portrait is used for scanning text in columns 4 inches or narrower, whereas Landscape is used for sideways scanning of wider text which is later rotated in Migraph OCR.

I found no problem setting the brightness level on the scanner, but it and the darkness level can be adjusted on the scanner for maximum clarity. The trickiest part for me was scanning in a straight line. Migraph OCR will tolerate skewed scans upto about 5 degrees, but as the degree of skew increases so does the processing time and the error count. This is due to the fact that it is more difficult for the software to match the character profiles and a greater reliance on the lexicon and "context sensitivity".

Migraph OCR has been written with hand scanners very much in mind and therefore caters for A4 page scanning by allowing an Append facility so that several strips of a pages can be

scanned read and saved into a single ASCII file. Non- supported scanners can still be used in this way but each scan would have to be imported, rotated and the processed - the Append facility will still append the ASCII text to the previous scan.

Migraph OCR uses "Omnifont technology", which is a feature analysis method of character recognition, as described earlier. The software has been pre-trained to recognise the following typefaces: Artisan, Bookman, Brougham, Caroll Pica, Courier, Courier Italic, Delegate, Elite Modern, Helvetica, Herald Elite, Letter Gothic, Lori, Lubalin, OCR-B, Pica, Prestige Elite, Prestige Italic, Prestige Pica, Times, Titan, and Title. You don't have to identify the typeface being read the process is entirely automatic. You can scan in English, German, French and Dutch as Migraph OCR recognises the peculiarities of each language.

In addition to feature analysis, Migraph OCR has context sensitive linguistic databases and the ability to train the software to recognise and remember questionable characters and even complete new typefaces. From an OCR point of view Migraph OCR is right on the cutting edge of current technology.

Before processing a scan you can instruct the software as to which columns to process, in what order and what not to process. This is achieved by drawing "clip" boxes around areas within the scan. If you draw "clip boxes" around three columns of text, then only these will be processed and in the same order in which the "clip boxes" were drawn. Should you make a mistake you can easily rearrange the order etc.

Many scanned pages contain graphics or large dropped capitals which are easily excluded using the above method. Even graphics with wrap around text can be dealt with using "polyline clip boxes" to clip around the offending graphic. If, like me you aren't adept at "polyline clip boxing" the software allows you to draw a series of overlapping rectangular "clip boxes" automatically combining them into a polyline box. You can even save the graphic clip as IFF (ILBM) or TIFF clip art.

After drawing the "clip box" it can be adjusted by dragging on it's handles, this is usually all that is required for rough, but more than adequate positioning. If finer positioning is required there is a higher level of magnification where it can be done more accurately. The whole image can be moved using the traditional slider bars or by a position locator gadget.

Setting Migraph OCR up is a simple process devoid of the possible myriad of configuration problems. The Settings Panel is neatly divided into four sections. Input - Here you are required to indicate whether the scan to be processed is to come from a scanner or a file, and if it is a file what graphics format to expect (IFF, TIFF or IMG - using a "#" option tells the software to examine the file and work it out for itself.)

Output - Output is in ASCII and the Output Filename is specified here, also if the file is to be appended to an existing one of the same name or a new file. You can have output saved either as "Line" or "Paragraph". "Paragraph" outputs the text as complete paragraphs whereas "Line" outputs the file as single lines, retaining the column width of the original. You can

specify the Path and name of you Wordprocessor or Text Editor and opt for it to be run automatically on the text just processed. Make sure if you do this you have sufficient memory as Migraph OCR will be multi-tasked. Finally, you can save out the entire scan as IFF or TIFF.

Temporary Path - This setting allows you to specify where Migraph OCR should save data when it needs to "cache" data. If you have 6 Mb. or more of memory you can safely specify RAM:.

Documents - This is the most complex of the Settings Requester. The language setting should be obvious but the Dictionary setting can be confusing and it is important to understand how it works or the OCR might not. This dictionary is not the context sensitive lexicon database, it is a user defined dictionary for training the software to recognise new characters. You can opt to for New, Append or Read. New - means create a new dictionary overwriting any current dictionary of the same name, you are warned before this proceeds. Append - means that you wish to add any additional characters trained in during the OCR process to the existing dictionary of the name specified. Read - means use the dictionary of the name specified to try recognise characters but don't add any new characters to it.

The idea is that you can create different dictionaries for different publications and typefaces. Text and Pitch have to be specified in the Documents section also. This is the nearest you will get to telling the software which typeface to expect. Small (under 10 point) and Normal (10-18 point) are your choices of text, Fixed and Proportional are your

choices of Pitch.

The final Document setting specifies whether you want interactive learning or not. If it is not selected the program automatically processes the image and any characters it cannot precisely identify it will either make a best guess or at worst replace them with a "@" character. For acceptable results this feature should be turned on.

All these settings are then saved as a Default Configuration file, you can however save various configurations and load them as appropriate.

Having scanned in the text and begun the OCR process the various phases commence operating in the background. Depending on the scan quality, skew, size and hardware the initial phases can take from 3 minutes, for a 4 inch x 4 inch scan on an A500 with a GVP hard drive and 4 Mb. of ram to less than one minute for a full A4 page on an A3000. Once this has been completed the Interactive Learning Requester appears so that you can tell the software what it should do about any characters it cannot recognise.

The screen is divided in three. The top showing the ASCII version of the last few lines processed, with the word and character causing concern being shown inverted (white on black) at the end of the text. Below this is a smaller area showing the scanned version of the same character in black with the rest of the word ghosted. Below this is a string gadget containing the OCR software's best guess at the character. Below this again is the user interface. Here you can Confirm that the guess is correct or alter the guess to correctly reflect the character

Once this has been done you have two options Accept or Train. Training teaches the software and the next time it encounters this configuration it will recognise it. Accept places the correct character in the word but if encountered again, the character will be re-queried. This can be useful in bad scans where you wish to have the correct character inserted in the text but not the user dictionary.

Often kerned characters or characters close together will be shown. For example, (irm) or (th) may be highlighted and interpreted as (m) by the OCR software. You simply backspace the cursor in the string gadget three place and type in (irm). If this is consistent within the text then you can teach the software the set for future recognition. Should you accidentally Accept or Learn a character this is not a problem as the last 15 characters dealt with can be recalled and corrected.

ToolTypes support Workbench or Custom screen in two or four colours (PAL/NTSC, HiRes/HiRes-Interlaced plus user defined Overscan sizes.

What Migraph OCR won't do is effectively process dense or kerned italic typefaces, skewed text or scans where the colour contrast is insufficient. In the latter case a possible fix is to load the scan into another image manipulation program and "force" the image to black and white.

CONCLUSION

I have used the Cameron OCR and quite frankly it felt like aversion therapy. Migraph's program gave me very good results with little effort. I achieved my 98% on all good clear

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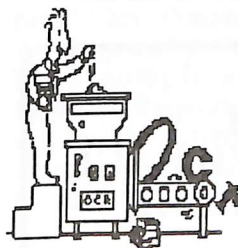
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copy. I also achieved the same result on a good photocopy. The only time I had difficulty was on a newsprint type document where the contrast may not have been sufficient for the software, that test was a failure, but it was also stretching the software to the limit. All in all, I am very pleased with the stability and effectiveness of the package. It is a fine adjunct to the Pyramid Scanner and as long as you keep within the limitations of your hardware, and the software, I think it will prove a real time saver. Well worth a look and don't dismiss it until you've really got to grips with it, it will do the job it is designed to do, unfortunately the impatient fall foul of their own folly.

What's Available



By



Peter Hughes

Whilst Mick Gooch was preparing his article I looked into the availability of software and hardware (hand scanners) associated with O.C.R., it is a veritable jungle.

Amiga World says that hand scanners are the least expensive of all image-input devices. Don't let that fact fool you though: The monochrome resolution of a hand scanner is as fine as that of a flatbed model. And a hand scanner's size and portability make it more suitable for some than any other type.

Tradeoffs are lack of a true greyscale, the limited size of an original you can scan in a single pass, and the additional work you must do to input the image.

The Pyramid carried the lowest price of all Amiga scanners, but it does not lack features it is the only one with a switchable pass through connector, which means you can leave the printer and the scanner plugged into the Amiga at the same time.

Clicking once on the scan-mode button starts the operation and a second click interrupts the process and allows you to reposition the scanner; a third restarts the scan. Not needing to continuously hold the button makes it a little more convenient than other scanners.

It is also the only one to sound a beep to signal overspeed, the software supplied is minimal when compared to other units.

Migraph Hand Scanner and Touch-Up; the interface plugs directly into the parallel port, the software supplied is Migraph's own Touch-Up a combination scanning image-processing and paint program designed to manipulate single-bitplane images that the hand scanner generates.

Migraph Super Hand Scanner Bundle; This adds Migraph OCR Jr. which can convert scanned text images to ASCII characters for loading into word processors, spreadsheets etc. The Jr. (Junior) version of the OCR software has all the features of the full version except the ability to load IFF images. This means it can process into text only things that the hardware scans in directly.

Golden Image Hand Scanner; The interface is the same size as Migraph's, but connects to the computer via a six inch cable. When data loss occurred during scanning, the overspeed indicator flickered then turned off. It was found to be the slowest of the units and is supplied with Touch-Up and Migraph OCR Jr.

AlfaScan and AlfaScan-Plus; The hardware supplied in both its packages are similar to that of the Golden Image. AlfaScan-Plus comes with Migraph's Touch-UP instead of OCR software they supply Merge-It which lets you combine a pair of parallel scans. The Alpha-Scan package contains the same components except that a program called Scan and Save replaces Touch-Up.

Hand Scanners offer adequate performance for printing on low resolution output devices such as dot-matrix and laser printers. They work best with line art in text mode or with direct printing of dithered grey-scale images. The derived grey-scale images are of low resolution and are more suitable for video display than printing.

Because there is very little to differentiate the hand scanners with regard to the basic hardware, you can shop by price and features.

Some sections of the Australian market are a little over the top-end seeing as we are down-under. The Pyramid Scanner is probably the best value for money but does not come with OCR software, although this is available separately. But buyer beware the marketing here does not carry the label of "JUNIOR" it is only after you load the software and

endeavour to import an image you discover the requestor is "crippled" (shaded out) unless of course you read page IV which states "Thank you for purchasing Migraph OCR. The version contained in this scanner bundle is a special version created for ALFADATA. This special version contains all the features in the retail Migraph OCR v1.0 with the exception that it will only except images directly from the scanner. References in the manual to loading image files are not applicable to this version".

It further states that an upgrade which will load TIFF, IMG and IFF files is available for \$56.95 (US) (\$49.95 plus \$7.00 shipping/handling). I was quoted \$250 from an Australian dealer for an upgrade.

I found it odd that the second disk of this crippled version includes an IFF sample image to practice OCR on, which is pretty useless seeing as the software will not load and manipulate it.

Whereas the Aussie prices are inflated not so is the information from the distributor, referring to the fine product put out by Migraph, one from Victoria wrote in part, "There are very few scanners that perform to any sort of respectable level. We have been using the unit for some time and have found it more than acceptable, HOWEVER, the OCR aspect still leaves a fair amount to be desired. As the user you have to "teach" the software in order for it to recognise the characters. This can be quite laborious and even when this is done it is not infallible." he went on to say, "As a scanner it represents good value for money but in our opinion the OCR software is only as good as everybodys (poor)." and

further added, "If you are dependant on using the OCR facility it is our opinion that you are quicker to type it out."

The scanner referred to was one of the worst on the market and was prone to creating noise-bars during scanning and corrupting the image.

The Migraph advertising pamphlets that I received from America quite openly refer to the "Junior" version and all of the features plus the upgrading for \$50 US, there is no doubt that this is a fine program and does as advertised and coupled with Touch-Up is a great combination and is even more versatile when linked with the Migraph OCR (full version).

Most reports "hedged" on A1200 and A4000 compatability as also the AGA chipset, if you own one of the aforementioned machines I think that an inquiry before purchase as to compatability would be in order.

Flatbed scanners are generally the most capable type, but also the most expensive. Amiga software supports Hewlett-Packard, Epson and Sharp flatbeds. Unlike the hand and wand scanners, software interfaces are normally sold separately from the hardware.

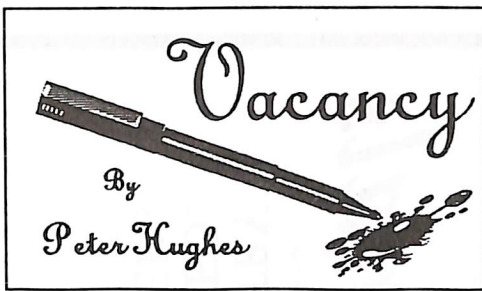
There are also many colour hand and flatbed scanners on the market, but when you mention colour - up goes the price.

I would like to thank Mick Gooch for preparing the first part of this "Cursor Special Feature" on Optical Character Recognition and hope that if you are considering adding this facility to your "Amiga" that you are now better aware of what's available.

FISH*FISH*FISH

ATTENTION OTHER USER GROUPS - The CCUG has a complete collection of Fish Disks from No.1 to the latest (we are one of only 40 or so people in the world who buy directly from Fred Fish himself). We can now make available our original Fish Disks as a valuable set to another club at a price which would be impossible to meet any other way. We are offering Fish Disks 1-600 for only \$495! That is LESS THAN THE COST OF THE DISKS THEMSELVES. This offer is being made foremost as a way of helping out another user group to establish a PD collection, but we will sell them to anyone who wants the package at that price.

CCUG members can remain assured that we will still have access to these disks - although it will be necessary to pre-order the ones you want in this range before the main meeting or workshop, They will not be available for free copying any longer but that will be compensated for by the THOUSANDS of additional disks we will have access to on these terms (ie still just \$2 per disk - way below commercial rates). I'm not kidding - THOUSANDS of disks more!



Are you the one? the silence has been deafening since I stated in April that, because of personal commitments, I would not be seeking re-election as the Editor of "Cursor" at the AGM in August this year. I was hoping that someone would come forward and express a desire to take on the onerous task of producing the vanguard of our club.

I am still hoping that someone will make an approach so that they can be part of putting the August "Cursor" together with me, therefore gaining experience to continue the production for the ensuing twelve months.

I feel that I have built "Cursor" to the best Commodore User Group Newsletter in the country, it has good support from advertisers and I believe that with care it can expand even further.

Even the vocal minority who seem to disagree with everything have gone QUIET! obviously they must be incapable of creating else they would have been beating a track to my door.

The Editor's job is not an easy one but it can be rewarding in many ways, I don't mean monetary or gratuitous reward but, the reward that comes from using your computer with dedicated software to create a publication that will educate and inform.

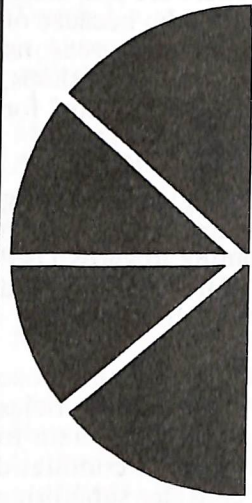
In the first "Cursor" that I produced I stated "I see no room in 'Cursor' for attacks of a personal nature" and "Debate will not be stifled but please if you feel that criticism is necessary make it constructive and we will all benefit". Fortunately there have only been a couple of minor items that I found necessary to refer to the Management Committee for adjudication, and that was only for a consensus opinion.

It has been very rewarding to receive comment from our many country members who look to "Cursor" as their vital link with the CCUGQ, also the latest PD Listings. There are also some metropolitan members who because of medical and other personal reasons cannot attend meetings and workshops, these people also look to "Cursor" for their contact with the club.

This is your chance to give something to your club, if you are of the opinion that you have a leaning towards DTP then please step forward now and prepare to occupy the Editor's chair.

I take this opportunity to thank those members who have submitted articles to "Cursor", and encourage them to continue, also I would commend other members to consider submitting articles for publication in "Cursor".

I know there are many of you out there who are capable of producing "Cursor"; yes it is a daunting task; yes it does take time; yes you do have to chase people for articles; yes you will have to write; yes it is hard to try and organise sub-editors; yes it is hard chasing advertising; and yes it is rewarding, rewarding, in that you have produced a publication from the ground up.



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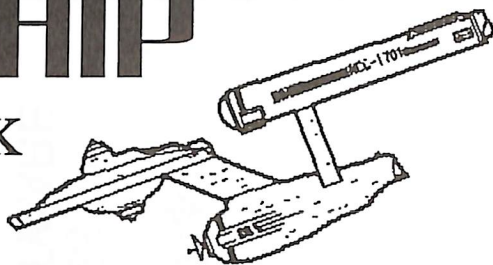
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STARSHIP

NEWS NETWORK

From
CCUGQ BBS



StarShip News Network June 11, 1993
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The *StarShip* News Network today received unconfirmed news of massive lay-offs at the Commodore U.S. plant in West Chester, PA. This reduction of personnel is in addition to the dozen or so lay-offs we reported in late April prior to Commodore's announcement at the end of May that the company suffered losses of \$177.6 Million in the quarter ended March 31, 1993.

Lay-offs were supposedly made in nearly all divisions including engineering, manufacturing, tech support and marketing. Commodore Amiga Technical Support (CATS) reportedly dropped from 17 to 7 employees; among those receiving pink slips included John Wiederhirn and Amiga Evangelist Lauren Brown.

Commodore Software Engineering terminations included department head Ned McCook along with Greg Miller, Dave Brumbaugh, Wei-Po Chesson, Palmyra Pawlik, Michael Sinz and Brian Jackson, sysop of the Pro/Am RoundTable.

Engineering Services was reportedly reduced from 18 to 5 people with Product Assurance, Hardware and

other groups suffering similiar cuts.

U.S. Commodore President James Dionne, among others, was not available for comment.

Requesting anonymity, sources said all laid-off personnel were notified of cuts earlier in the week and were told they would receive vacation and severance pay where appropriate. Appearances to the contrary, those same sources stressed that key personnel are still on the job.

(Unconfirmed reports that the layoffs continued down under and the Melbourne representation is no more, also that more Aussie staff to follow in wake. Ed.)



Commodore Introduces Two New Peripheral Products to Complement Amiga Product Line

West Chester, PA June 10, 1993

Commodore Business Machines, Inc., today announced the introduction of two new peripheral products to complement its Amiga family of computers. The A4091 is a fast SCSI-2 controller card for the Amiga 3000 and 4000 series of computers with a Manufacturer's Suggested Retail Price

(MSRP) of \$379.00. The 1942 is a color multiscan monitor for the entire family of Amiga computers and has an MSRP of \$479.00. Both products are expected to be available through authorized Commodore resellers in the next two weeks.

"Since the introduction of the Amiga 4000 computer in September 1992, users have expressed a need for SCSI capability in the system, enabling the connection of devices such as tape back-up drives, large capacity hard drives and CD-ROM drives," commented James Dionne, Commodore President and General Manager. "The marketplace also desired an inexpensive color multiscan monitor with stereo sound capabilities, which we are now delivering with the announcement of the 1942 monitor. The addition of the A4091 and 1942 to our product line enhances our already impressive array of Amiga-based multimedia computing tools."

The A4091 is a full-size autobooting controller card with an integrated 3.5 inch drive mount. The card fits into the Amiga's Zorro III slot. Compatible with SCSI-1 devices, the card also includes internal and external SCSI-2 connectors supporting up to seven devices. The fast SCSI-2 controller provides transfer rates of up to 10MB per second. Use of the A4091 in an Amiga 3000 or 4000 system requires a Buster chip Revision K, AmigaDOS 2.04 or higher and supported processor cards. Amiga owners interested in using the A4091 should contact an authorized Commodore reseller or service center for further details on compatibility requirements.

The 1942 color multiscan monitor provides analog RGB (15.75KHz) and VGA (31.5KHz) scan modes with

support for the Amiga computer's Advanced Graphics Architecture(tm) custom ship set resolutions. A built-in amplifier and left and right speakers enable the 1942 to provide quality stereo sound. The fourteen inch monitor screen has a .28mm dot pitch and is equipped with a tilt and swivel base.

Special A4000/040 & A1200 Offer from ComputAbility

Milwaukee, WI June 10, 1993

Due to the overwhelming response to the Toaster 4000's demo at last week's Consumer Electronics Show in Chicago, ComputAbility sees the need to help potential videographers and Amiga owners wanting to upgrade.

For a limited time, ComputAbility is offering the Amiga 4000/040 at \$1999 delivered, and the Amiga 1200 at \$399 plus shipping. These prices are our gift to the Amiga community.

These computers are brand new, factory sealed, first quality units with full Commodore warranty. Because of the low prices, all requests for service must be handled by Commodore Express or your local Commodore Authorized service center. All sales are final. No dealer or quantity sales.

Here at ComputAbility, we believe the Amiga could use a heavy dose of publicity. Here's your chance. TELL YOUR FRIENDS AND USER GROUPS! We hope these prices demonstrate our continuing commitment and challenge all Amiga users and vendors to action.

For more information contact Frank Tereschak, Sales, ComputAbility Consumer Electronics, The Multimedia Specialists by calling 1-800-558-0003.



Electronic Arts Announces Deluxe Music II

San Mateo, CA June, 1993

Electronic Arts today announced the upcoming release of Deluxe Music, the much anticipated update to the best seller Deluxe Music Construction Set. With Deluxe Music, professional and novice musicians can create, publish and perform great music without a concerted effort.

Deluxe Music now offers many new dictation features including multiple document support, hide and reveal project options for the easy management of open projects, macro support to automate repetitive tasks, and full ARexx support.

Deluxe Music also provides new playback options such as a stand-alone Player module and the ability to attach any instrument sample or MIDI Channel to an instrument name. With over 20 instruments included with multiple play styles (like staccato or legato) for each instrument, dynamic range from ppp to fff, play back speed from 10 to 300 beats per minute and full four-voice sound, the Deluxe Music composer has a wide range of options to choose from. Deluxe Music also has full publishing capabilities and now supports 48 staves.

Deluxe Music's full range of easy-to-use dictation, ovation and pagination features make it accessible to novice musicians and yet powerful enough for

the most experienced musician.

Electronic Arts is offering a \$50 (including shipping and handling) upgrade to DeluxeMusic Construction Set owners. Details for ordering the Deluxe Music upgrade can be obtained by calling Electronic Arts at 800-245-4525 Monday through Friday between 8 a.m. and 5 p.m. Pacific Time. (*Don't know what Electronic Arts on the Gold Coast are doing maybe worth calling them - for those interested the number is 008 074 298 for customer service Ed.*)

Deluxe Music II comes with the freely-distributable DMPlayer program which will be available in the *StarShip* Library as soon as Deluxe Music II begins shipping. DMPlayer is ARexx controllable for multimedia presentations, and plays music/instruments files created by the main program. This means that all Amiga owners will now be able to hear music composed with Deluxe Music II, whether or not you own the program! The DMPlayer program does not perform MIDI files, although Deluxe Music itself loads and saves standard MIDI files. It also directly accesses Blue Ribbon's One-Stop Music Shop card directly without involving the Amiga serial port.

Deluxe Music II has a completely new graphical user interface and is compatible with Workbench 1.3, 2.0 and 3.0. It loads and plays files created with Deluxe Music Construction Set.

Electronic Arts is NOT yet shipping Deluxe Music II. We understand it will be available later this summer, probably in early August.

ASDG Upgrades Award Winning CygnusEd Professional

Madison, WI May 19, 1993

CygnusEd Professional, the award winning text editor for Amiga programmers and writers, has been upgraded to release 3.0. The new release, several years in the making, offers complete Workbench 2.0 and 3.0 compatibility, support for multiple languages, and many new features and improvements.

Long before ASDG Incorporated became a leading supplier of innovative color imaging solutions for the Commodore Amiga, its main software product was CygnusEd Professional (CED), the high performance text editor for Amiga programmers and writers.

CED's power, speed, and flexibility earned it the 1992 Amazing Computing Reader's Choice Award for Best Text Editor even though, at that time, CED had not been upgraded in over two years. Well, the wait for a new CygnusEd is finally over.

Release 3.0 offers many new features and improvements. These include: full compatibility with Workbench 2.0 and 3.0 with CED's now-famous lightning fast scrolling and text rendering on any AGA screen; multiple concurrent CEDs can be launched in separate windows or screens; a full featured macro editor is supplied; the system clipboard is used for block operations allowing blocks to be shared with other programs; and search and replace strings offer "history" so that they can remember previous values. And, owing to CED's incredible

following overseas, Release 3.0 is locale.library compatible, which means it can present its user interface in multiple languages. In addition to English, a localized text set for Germany will be provided initially.

Also of note is Release 3.0's upgraded manual which has been substantially enhanced and re-typset for increased quality.

CED Release 3.0 carries a suggested list price of \$119.95. Owners of previous versions of CygnusEd can upgrade to the new release for \$30 plus \$5 shipping in the United States. If you reside outside the United States, please add \$15 for shipping. To upgrade, send a check and your original disk to ASDG. If you cannot locate your original disk, contact ASDG to make other arrangements.

To learn more about CygnusEd Professional Release 3.0 or any of ASDG's other award winning products, contact Ms. Gina Cerniglia at ASDG Incorporated, 925 Stewart Street, Madison, WI 53713, call (608) 273-6585



HP ScanJet IIC Latest Color Scanner to Gain Direct ADPro Support

Madison, WI May 28, 1993

The popular HP ScanJet IIC is the latest flatbed color scanner to gain direct support from within ASDG's award winning Art Department Professional and MorphPlus. The driver carries a suggested list price of \$200 and requires a Commodore compatible SCSI controller with an external

connection.

ASDG Incorporated, the leading supplier of color imaging solutions for the Commodore Amiga, has released a driver providing direct Art Department Professional support from the Hewlett-Packard ScanJet IIC color scanner.

The ScanJet IIC is the first SCSI scanner to be supported by ASDG. Its user interface operates identically to ASDG's top selling driver for the parallel port based EPSON scanner family, and the GPIB and serial port based Sharp scanner family.

As with other scanners which ASDG supports, two versions of the driver are included.

The first integrates the ScanJet IIC directly into ASDG's award winning Art Department Professional. Asking ADPro to "load" from the scanner brings up the driver's WYSIWYG graphical user interface which has been carefully designed to make scanning for print and video applications easy.

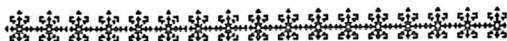
For example, it allows the video user to specify a region to be scanned in terms of pixels, while a print oriented user can specify a region based upon physical area. The user interface also allows picture aspect to be locked allowing a physical space on a page or specific screen size to be quickly and easily matched.

When running on AGA equipped Amigas, such as the A4000/040 and A4000/030, all previews are displayed in 256 shades of gray for near photo-realism.

Also provided is a stand-alone version of the driver which provides the same user interface but scans directly to

disk. This allows the maximum scanning size to exceed available memory. Since this version of the driver is stand-alone, Art Department Professional is not required to make use of this product.

The driver carries a suggested list price of \$200 and requires a SCSI disk controller (with an external connector) which is 100 percent compatible with Commodore's SCSI Direct standard.



PEGGER, Automated JPEG Image Compression Software Columbia, MO June 7, 1993

Heifner Communications and Express-Way Software are announcing a new software utility for the Amiga line of personal computers and Video Toaster workstations. PEGGER is a fully integrated JPEG utility based on the compression algorithm from the Joint Photographers Experts Group. PEGGER allows programs that don't support JPEG images to work automatically with them. Everything from 3D animation systems to graphic and multi-media programs greatly benefit from the enormous savings in hard drive space PEGGER'S JPEG compression provides.

PEGGER'S Snoop capability automates the JPEG processing for programs that don't support JPEG, such as Electronic Arts Deluxe Paint AGA or the NewTek Video Toaster, so they can load or save JPEG files. PEGGER runs seamlessly in the background, compressing and decompressing files as needed. Your 100 MB 24 bit or HAM8 library can be compressed to under 10 MB and your applications won't even know it. A 50

MB hard drive can now hold more than 1000 frames of high resolution 24 bit files instead of just 60 or 70 frames.

PEGGER does it's job in just seconds, we have optimized the JPEG code for the Amiga. The JPEG compress, decompress, and selection of files to process run completely independent of each other. This allows both compression and decompression of files at the same time, with the ability to adjust the priority of each. A cue list of files awaiting processing is maintained so that you can select additional files to process while PEGGER is busy in the background processing your previous selections. In addition to selecting individual files to process, entire directories of files can be set up to be batch processed.

You can have PEGGER execute an ARexx script prior to and after JPEG processing of a file. This allows the integration of PEGGER's powerful batch processing capabilities with other applications which support ARexx. For example, using an ARexx script to load a frame buffer and activate a single frame recorder after JPEG decompression of an image.

The JPEG processing is performed on a small portion of the file at a time, so PEGGER doesn't need megabytes of RAM to hold the entire image before processing can begin. A 2000 by 3000 pixel 24 bit image takes almost 30 MB of system RAM to JPEG compress or decompress with current Amiga programs. With PEGGER, less than 1 MB of system RAM is needed.

Designed to run in the background, and when idle, uses few system resources. Even if your computer were to crash while PEGGER was processing files, when restarted, PEGGER will continue

processing the files where it was interrupted.

PEGGER is a low cost alternative to a new expensive large capacity hard drive for animation or color graphic workstations. Ship Date: Late July
List Price: \$95.00

Note: All prices quoted in this article are in US dollars and checks should be made with the distributors for latest details and availability. Ed.

Did You Know?

When a program is run, it uses a certain amount of stack space. The normal stack size is 4000 bytes, which is sufficient in most cases.

When using SORT, programs with a lot of nested routines, ABASIC, etc., you may need to increase the stack size to prevent a crash. A value of 8000 to 10000 is usually adequate.

STACK is used to display the current stack size or to alter the stack. If STACK is used alone it will display the current stack size.

EXAMPLE :

STACK Will display the current stack size.

STACK 8000 Will increase the stack size to 8000 bytes.

STACK 3000 Will decrease the stack size to 3000 bytes.

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Getting Started with AREXX

By Neville Duguid C.C.U.G.Q.

When I bought my Amiga, several years ago, I started learning the CLI because I had no choice. There were some essential things, like copying files without icons, that could not be done from the Workbench.

This "compulsory core" included CD, Copy, Format, and gradually extended to Info, Install, Assign, gathering momentum as my experience and use of the CLI grew.

With ARExx, however, in spite of a long-standing desire and many attempts to learn it, I found I could never quite get to the point where I actually started using it. Knowing that the command:

```
rx "address command 'Dir could  
produce the same result as "Dir", was  
hardly sufficient reason to use it.
```

It was only when I discovered that ARExx's built-in functions could also be used as commands that I finally scraped together enough reasons to begin using ARExx. I demonstrate below the "one-liners" that helped me get started. Perhaps you will also find them useful as extra Shell commands.

'Rx' is to ARExx what 'Execute' is to AmigaDOS; you use it to launch a script. It doesn't have to be a full-fledged script. You can quote literal ARExx instructions directly within your Rx command (the technique I shall be using for the remainder of this article). 'Rx' in this case serves to

distinguish an ARExx instruction from a normal AmigaDOS command.

```
say "Hello" ; speaks "Hello"  
rx 'say "Hello" /* prints "Hello" */
```

There is little correspondence between the vocabulary of ARExx and the Amiga's normal command line. ARExx was written to be compatible with mainstream Rexx, not AmigaDOS. The above ARExx 'say' is more like AmigaDOS 'Echo' than AmigaDOS 'Say'.

As I discovered, an ARExx function may be used as a command or instruction in addition to its normal role as part (or all) of an expression.

```
rx "c2d('A')  
rx "say c2d('A')
```

In both those examples, the Rexx function "c2d" calculates the ASCII code for 'A', but in the first case, nothing useful is done with the result. In the second example, "say" treats the result of the function the same as the result of any other expression -- it prints it in the Shell window.

These next two functions provide the easiest way I know of converting hex to decimal and vice versa from the Shell command line. (You could make them even easier by assigning aliases, but that would undermine our goal of learning ARExx).

```
rx "say x2d(1F000)  
rx "say d2x(161)
```


"Open" might appear useless for our present purpose, since Rx promptly forgets all variables and closes all files on exit. However you can use this fact to advantage when quoting multiple functions within a single Rx command.

The following command appends the quoted text to an already existing file. The bonus is that we don't have to worry about the customary "Close".

```
Rx "Open(fh,'DearMum.txt','A');  
WriteLn(fh,'PS: Shirts need ironing.')
```

ARexx automatically upper-cases all unquoted text. Internal quotes are only needed for strings containing spaces or illegal character combinations; or to avoid conflict with variable names and preserve lower-case text. "Open(fh,dearmum.txt,a) would have sufficed above, although it would be inadvisable in a full-sized program, as ambiguities could arise.

Similarly you can stamp new information anywhere within an existing file.

```
rx "Open(fh,doc,r);Seek(fh,-  
200,e);WriteCh(fh,'***  
MANDRONGO WAS HERE ***')
```

"fh" above could be replaced by any legal variable name, as long as it is the same in all functions that reference it. "Seek" is relative to the (B)eginning, (E)nd, or (C)urrent position within the file. Since the default 'C' is initially positioned at the beginning of a file opened for (R)ead or (W)rite, or at the end of a file opened for (A)ppending, the above could be expressed less cryptically as:

```
rx "open(doc,doc,a);seek(doc,-  
200);WriteCh(doc,'***
```

MANDRONGO WAS HERE *** ')

There they are, the only immediately useful built-in extras I could find. The mysteries of their syntax will soon have you muttering terrible things as you fumble through the unfamiliar manual. Try not to be too scathing in your condemnation. Think back instead to the first time you tried to use the CLI.

In the long run it was worth it.

NEW SOFT-LOGIK GRAPHIC LIBRARY

The first volume, 3D Flags of the World, contains 190 full-color flags of countries and international organizations. The flags have beveled edges which give them a unique 3D appearance. The bevels can be removed in a compatible illustration program to create normal flags. The flags are stored in Adobe Illustrator 88 EPS format. With PageStream 2 or Art Expression they can be printed to any type of printer. 3D Flags of the World is available for Amiga, Macintosh, PC and Atari computers on double-density 3.5" disks.

The second volume, Amiga Computer Art, contains over 70 full-color illustrations of Amiga computers and related equipment. The realism of these drawings is stunning. The subjects range from the Amiga 1000 to the Toaster WorkStation and include a hard drive card, genlock, HP printers, PCM card, handheld and flatbed scanners, and much more. The illustrations are stored in Adobe Illustrator 3 EPS format.

The suggested retail price of each volume is \$125 US, but they are available at an introductory price of only \$67 US.

Fish Market

Thanks to all who submitted new and interesting material. If you submitted something in the past and it has not yet appeared in the library, please feel free to resubmit it, particularly if it was several months ago.

For those wishing to submit material for possible inclusion in the library, here are a few simple guidelines that will make my job of organizing the material MUCH easier and GREATLY increase your chances of having the material accepted for inclusion:

1. Don't submit bootable disks or disks with any other sort of proprietary material included, since I then have to go examine each file to decide if it is distributable or not, and if not, what effect removing it might have. Unless the material is particularly interesting, I frequently just toss such disks into the recycling bin.

2. Organize the distribution in a manner similar to my disks. I.E., place all files related to a particular submission under a single directory on the disk. If there is more than one submission per disk, place each submission in its own directory.

3. Try to write a simple entry for my "Contents" listing that summarizes your submission. It should be about 3-10 lines, and include the current version number, the version and disk number of the most recent version (if any) that was last included in the library, whether or not source is included, and an "Author" list.

4. Ensure that your submission will run correctly from its sub- directory and if necessary, supply a script runnable from workbench (via :c/xicon or c:iconx) that makes all necessary assigns, copies fonts and libraries, etc.

5. Send your submission in a sturdy envelope with sufficient padding.

Fred Fish
1835 East Belmont Drive
Tempe, Arizona 85284
USA

System Test Utility

STU is a memory and disk diagnostic. It runs on all model Amigas. It tests memory and disk drives to find problems. This is a special offer the regular price is \$34.95, plus \$3 shipping and handling. From now through July 31st, the price is \$20. This includes free upgrades to version 7.0 when it is completed! Custom Services has always made upgrades to newer versions available, if you send us your disk, we will also update you to the latest version for the shipping costs(\$3).

STU allows you to simultaneously test up to seven disk drives or partitions. Each drive is individually controlled. You may do destructive or non-destructive tests.

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UPGRADE AND SAVE ENHANCE YOUR COMPUTER POWER

Cow Wars!!

*The following is part of a review by
Marcus Albers from the Net of an
old Favourite PD game revamped*

I love a humorous game, and finally I have found one: Cow Wars. My first impression was that it may be something based on the many cows of "The Far Side", but it is even better. It is Artillery gone Monty Python!

Cow Wars uses the same basic rules and variables as the original game of Artillery. But, instead of firing cannonballs, you are firing COWS! Strange, but true. Complete with a resounding "mooooooo" whilst they fly over the mountain towards their intended target.

You have to fire and hit your opponent with three types of cows: styrofoam, glass, and (of course) real

cows. The wind direction and velocity change constantly and are monitored by a small flag at the bottom of the screen. The wind affects the cow types differently: a styrofoam cow will blow around more than a glass cow in a strong wind, and a real cow is not affected as much as the other two. The cannons themselves pace back and forth on their respective sides of the mountain, making the positioning of constant shots that much more difficult.

Then there's the "fire penguin" (as if this wasn't strange enough already). He is an oversized penguin that floats back and forth above the playfield, ready to intercept any airborne Holsteins that may come his way.

The program itself was written in Amos, the graphics done with DPaint III, and the sounds were taken from a disk of Macintosh sounds.

Management Committee Report

8-Bit Debate

At our June Management Committee meeting we set aside nearly an hour to discuss ways that those people still actively using their C64 and C128 machines could feel they were getting something worthwhile out of the club. We had the help of your elected 'C64 Co-ordinator', Doug McLurkin, as well as your C64 Assistant Librarian, Scott Roseboom and your Workshop Coordinator, Rod Watson.

Some 8-bit users feel that their feelings are not represented on the management of the club. That is not at all true. Of the five management committee positions, one (20%) is a non-Amiga user and that is, at most, your proportion in the club now. We searched the membership database on the equipment field that we fill in from what members state they have when they renew each year and just 20% claim a C64 or C128 and NO Amiga. And that is probably an over-estimate because many people do not bother to tell to us when they buy an Amiga. As well as that one person (Librarian Vic Mobbs) we also have, by invitation, your C64 Co-ordinator present at every committee meeting where, you can be assured, he DOES make his feelings heard. Also, it is my policy that all management committee positions be functional jobs that represent ALL members, such as secretary and treasurer and so on. Separate interest groups are always welcome as participants, and our BBS sysop and the C64 coordinator are two who always take up the invitation, but do not vote on issues that effect the whole club. That is the most fair way to run things.

Access to the library was considered to be a problem with monthly meetings considered to be inadequate. This is a problem we have always had with monthly library access being the norm since the C64 WAS the latest and greatest machine when I first joined in 1984. One day we may have an economically viable meeting place where fortnightly or even weekly access may be possible - but I would never insist that a librarian make such a commitment as it is beyond the demands that such a voluntary job should entail. However we can make the old magazines more readily available. As a result of this meeting we decided that Rod Watson would take possession of all the 8-bit specific magazines of all vintages (there are none being published now since the end of RUN this year) and he is willing to loan them to anyone who telephones him to arrange a time to come to his house. You must return them in one month, but you may borrow up to 36 issues at a time! Rod will also hold all the issues of the newsletters of other clubs that we receive which contain many bits and pieces relevant to 8-bit users.

Rod Watson made the point that, as a lot of people move away from their C64, a lot of good original software must be being discarded. We were happy to give Rod and Doug the go-ahead to spend some money on contacting people selling extensive C64 set-ups and talking them into letting the club take over their original non-game software collections at little or no charge. They are even considering placing a Wanted ad in the

Trading Post. With it being impossible to actually go out and buy almost all of this material anywhere, this will be an especially valuable service to C64/128 enthusiasts.

The C64 Workshop that Rod Watson runs at his house has been a useful service to quite a few members. However Rod's home computer room is not large, to say the least, and more than three visitors at once can be a crush. Therefore we are renewing our invitation for C64 users to feel free to come to our Ithaca RSL hall for the main workshop meeting on the 2nd Sunday of each month. A good proportion of the people there once used Commodore 8-bit machines and we are happy to help where we can.

The 8-bit content of CURSOR has not always been up to expectations, but that is something that can only be cured by the 8-biters themselves. With only 50 or so of you in the club, most of you will each have to write something once a year if each newsletter is going to have three 8-bit articles a month. It does not sound like a lot of effort, just one submission per year from each of 33 people, but it is no where near the contribution level we are getting now. But please stick to 8-bit computing. Diatribes on club politics will not get printed while I'm President. And I'm not interested in CURSOR being a source of cooking recipes or household hints!

The committee has decided that there is no sense in electing the present large swag of office holders to the 8-bit SIG (as the C64/128 group will now be known). The nomination form in this CURSOR shows just one position - the Convenor of the 8-bit SIG. It will then be up to this person to decide what jobs should be required and how they are

to be handed out. This will be the same for each other SIG that gets underway. There may be more than one person nominating for this position this year and I urge 8-bit users to carefully consider who will do the best job in improving the level of benefits they get out of being part of the CCUG.

Finally, I am appealing to the 8-bit users to help with my plan for a 'History of Commodore Computing' display associated with our AGM night. I would like to see a working PET, VIC-20, C64, C128, Plus/4, C-16 and any of their variations on show in the main auditorium. However I can provide only the VIC-20 myself. I am sure that I can get a C64 and C128 (although no firm offers yet) but it would be great if we could get a few of the older and less common models on show. Please ring me to arrange getting YOUR bit of home computing history on show!

Best Regards

Phil Guernsey

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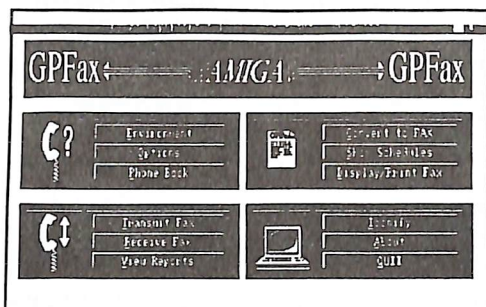
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**ANNUAL GENERAL MEETING
C.C.U.G.(Q). Inc.
3rd. AUGUST - 1993 - 8pm
Bardon Professional Development Centre**

**ALL NOMINATION
FORMS
MUST BE IN THE
SECRETARY'S
HANDS NO LATER THAN
19th July 1993**

**ALL SIGNATORIES TO
NOMINATION & PROXY FORMS
MUST BE CURRENT
FINANCIAL MEMBERS
OF THE
C.C.U.G.(Q). Inc.**

CCUGQ Inc. Annual General Meeting - 8pm 3rd August 1993

Election of Management Committee Members for 1993 - 1994

** It is a condition of acceptance of nomination that all signatories are current financial members of CCUG(Q) Inc. and that this Nomination Form be in the hands of the Secretary no later than Monday 19th July 1993*

PRESIDENT

I hereby nominate

Signature of Nominee:

Proposed By: Seconded By :

SECRETARY

I hereby nominate

Signature of Nominee:

Proposed By: Seconded By :

TREASURER

I hereby nominate

Signature of Nominee:

Proposed By: Seconded By :

CHIEF LIBRARIAN

I hereby nominate

Signature of Nominee:

Proposed By: Seconded By :

NEWSLETTER EDITOR

I hereby nominate

Signature of Nominee:

Proposed By: Seconded By :

NB: This is not a Management Committee position

8-BIT SIG CONVENOR

I hereby nominate

Signature of Nominee:

Proposed By: Seconded By :

COMMODORE COMPUTER USERS GROUP (QLD) INC.

P.O. BOX 274 - SPRINGWOOD - QLD - 4127

PROXY FORM

I, ... of

being a member of the above named association,

hereby appoint of

or, failing him/her, ... of

as my proxy to vote on my behalf at the Annual General Meeting of the Association, to be held on the 3rd August 1993, and at any adjournment thereof.

signed this day of 1993

Signature :

*This form is to be used in favour of the resolution

*This form is to be used against the resolution

* Strike out whichever is not desired

(Unless otherwise instructed, the proxy may vote as he / she thinks fit)

It is a condition of acceptance that the signatory be a current financial member of the C.C.U.G.(Q). Inc.

The Resolution

That the name of the C.C.U.G.(Q). Inc.
(Commodore Computer Users Group (Qld) Inc.)
be changed to that of C.C.U.G.(Q). Inc.
(Commodore-Amiga Computer Users Group (Qld) Inc.)

In order to take an active part in the A.G.M. a member must be financial. So if you intend standing for a position, proposing or seconding another member, or entering into debate - please ensure that you are currently financial or pay the treasurer your dues prior to the opening of the A.G.M.

Any member who is unfinancial and endeavours to participate in the election of officers, debate, or vote on an issue will be ruled out of order and may be requested to leave the meeting.....

To avoid any embarrassment make sure that you have paid your subscription for 1993 -1994

C64-128 NEWS & VIEWS



By Douglas Maclurkin

KOALA PAINTER KIT

The KOALA PAINTER program was created in 1983 for use with a Koala Pad (a drawing tablet). Since very few Koala Pads now exist, this version of Koala Painter has been patched to work with your joystick.

Despite it's creation in the early days of Commodore 64 programs, the Koala Painter drawing program is quite sophisticated and the Koala picture format (designated by a commencing reverse spade in your disk directory) became the industry standard for multicolour pictures - the Hi-Res standard is Doodle!. (As getting a reversed spade on screen is not the easiest task. As an alternative try substituting a question mark (?) symbol when asked for a picture file name.)

On this side of Disk 1 of the KIT, you will find the following:

KPAINT - the Koala Painter program - this can be loaded direct as per the manual.

40 COLUMN DOCS - a copy of the Koala Painter documentation formatted so that it can be read on screen - for those who don't have a printer.

70 COLUMN DOCS - another copy of the Koala Painter documentation formatted so that you can print it out full page width.

KOALA TESTER - a small program which tests whether a picture file you may have without the reversed spade symbol may in fact be a Koala Picture.

KOALA LOADER - a program which enables you to load & view a Koala picture outside of the drawing program.

8 KOALA PICTURES - which can be loaded into the Koala Painter program. While the pictures themselves are not monumental, they are of the type which will enable you to try out the Copy & Swap functions described in the Hints & Explanations section of the Manual to build up a new picture.

GRAPHIC FORMATS - another document file which sets out the various parameters of most of the graphics formats used on the Commodore 64 - the nature of this document is such that viewing it on the screen will be difficult but it should print out satisfactorily on your printer.

Most people who first tackle a computer drawing program are usually very disappointed with their first efforts - they battle to draw straight lines. But as some of the examples on these disks show, with perseverance, patience and persistence, you will be

able to do excellent drawings - and with a computer drawing program, you don't have to be an artist to get good results.

As indicated KOALA PAINTER is the Commodore 64 Multicolour Standard. The Hi-Res option DOODLE! is still available commercially (approx.\$80). We have a Public Domain alternative PAINT X in which the picture can be created and then transferred to the Doodle! format. It comes with the full instructions on disk and is available for \$4 (Postage included) from:

C-64/128 Public Domain Software
Box 146 GPO
ADELAIDE SA 5001
AUSTRALIA

Ph. 08.294.8447 (After 6.30p.m.
Weekdays & 9.00a.m. to 9.00p.m.
Weekends)

They accept Bankcard/Mastercard/Visa
Card for mail & phone orders.

SIDE 2

This side contains a number of programs which can be used with your Koala Pictures.

There are a number of programs which attempt to print out Koala pictures.

Beware! Printing out Koala pictures is not easy and quite often does not give satisfactory results. (You will have noted by now that the Koala Painter program did not provide a PRINT option.) This is because the Koala format is multi-colour and basically your normal printer is printing out in black & white Hi-Res mode. Colour printouts may be better but we haven't got a colour printer to check the results.

Print out programs included on this side are:

KOALA 10X DUMP

DUMP KOALA 802

DUMP KOALA 1525

KOALA DUMP

CR/UNC/PRINT - which has a print option

The GIFVERT & KVERT.DITHER & PRINT programs attempt to transfer your multicolour picture to a Hi-Res format so that you can use Hi-Res Print Routines to print out your picture. The success of these routines will depend largely upon the nature of your multicolour picture.

CSLIDE-JJ/GG - loads and displays 'crunched' multicolour pictures. 'Crunched' Koala pictures have a prefix 'GG' instead of the reversed spade beginning - crunched Doodle pictures are prefixed 'JJ' and are Hi-res.

CR/UNC/PRINT - while printing out 'crunched' pictures, this program will also crunch or uncrunch your Koala (or Doodle) pictures. You need crunched pictures for some of the programs on this side of the disk. There are 3 crunched pictures on this side - see later.

KOALA MENU
KOALA SLIDES
KOALA DISPLAY
KOALA PGM MAKER

Are all programs to enable you to display Koala pictures outside of the Koala Painter program.

KOALA EXPERT CON -

CHAMELEON -

Are programs which enable you to transfer pictures between picture formats.

GAS!64.9/88

- is a real bonus. After you have mastered KOALA PAINTER, 'Gas ...' gives you the ability to do many of the things which you now wish to do - flip, invert, etc. Also does excellent format conversions. If you don't understand the difference between Hi-Res & Multi-Colour formats, the document file carries an excellent explanation.

PICTURE FILES -

There are 4 picture files on this side of the disk.

GGJAMES GALWAY GGSWAN LAKE

GGVASE AND TILES

These are 'crunched' Koala picture files.

?PIC D FRED FLI

This is a normal Koala picture captured from a game with the Cockroach Graphics Utility. (For ?, read reversed spade.)

If you are interested in Graphics Conversion Utilities, then you may be interested in our 'Graphics Converter and Other Graphic Utilities'
Disk No. 89

This contains a program which will convert KOALA, DOODLE! picture files to other Graphic Formats - OCP Art Studio, The Image System, Cadpak 64, GeoPaint, Flexidraw, Print Shop Screen Magic, Computer Eyes, Blazing Paddles, The Artist64, Micro Illustrator, Super Sketch, Animation Station, and Advanced Art Studio.

For those not familiar with graphic formats, the disk also contains examples of the following picture files - Koala, Doodle!, Blazing Paddles, Orpheus CADPAK64, Billboard Maker, Screen Magic, Micro Illustrator & Paint Magic.

There are also 2 Instruction Files to help you on your way.

Price is \$4 (postage included).

Re letter from Doreen Horne CURSOR May 93.

LET'S NOT KILL THE GOOSE THAT LAYS THE GOLDEN EGG.

That will be the result if the Clubs buy PD programs and make them available for copying.

Warren Naismith and his assistants are to be praised for their production of Commodore Network together with all other Public Domain suppliers who continue to support the Commodore 64 for what must be little return to themselves.

We should encourage members to support these people by writing reviews and giving demos of any PD disks that members may have acquired, not forgetting that our Club has a large PD library.

Such a program is KOALA PAINTER which has just been released as PD joystick operated for \$12. The original program with touchpad as the only input device cost about \$120.

For those not familiar with KPAINT, the input screen is divided into graphic squares which depict the usual drawing

commands such as line, circle etc. A line of 16 colour bars occupies the bottom of the screen. All options are selected with the joystick pointer. Moving off the top or bottom of the screen will start a beeping sound which, when FIRE is pressed, will toggle between the menu and drawing screens. The SWAP command allows another scene of picture elements to be loaded and captured to build up the drawing screen.

The 'ENSCRIBER' manipulation program and other utilities alone are worth the purchase price.

Don't forget that our club has some KOALA PD disks.

Lindsay Vardy

CODEMASTERS

By

Scott Roseboom

The pack contains - 1 Compact Disc (CD): this has 30 games recorded on it in the same way a regular CD has several music tracks recorded on it.

1 CD Cable: allows you to connect your CD player to your computer through joystick port 2.

1 Cassette: contains a software program that will allow your computer to load from the CD player via joystick port 2.

Also this pack has a headphone adapter mounted in your CD player to cover alternative jacks, and an instruction booklet and trouble shooting guide.

Other equipment you will need to be

able to use this software: obviously a commodore 64 or 128 computer, dataset and a CD player.

To use this system you first plug in all the required cabling (including the CD interface cable), then turn it all on. Place the CD disc in the player, the cassette in the dataset (remember, not all turbo roms work here). Make sure the cassette is fully rewound, then in direct mode 'LOAD', press return (just as you would when loading any normal cassette); the 'PRESS PLAY ON TAPE' prompt will appear. Do so and after the program has loaded follow the instructions. An options menu will appear, set the volume control on your CD player using option 1. The other 3 options allow you to LOAD a program from your CD player in 3 different ways. These 3 loaders apparently cover most incompatibility problems of the different CD players and the interface. Trial and error mentality is required here. It took me several tries to get it right. Once the volume setting and the right loader option were selected I had no trouble except for only 1 game (or track) which I couldn't load at all. Other than that small glitch I found the CD Games Pack easy to load and quite quick if compared to native 64 mode. The idea of the software being stored on a nonvolatile format is in my opinion a good idea. These CD discs can be transported anywhere, any how, in any way (save an elephant standing on it) and will not suffer any corruption. Anyway I hope we can get to see more of this sort of thing in the future, especially if the quality of the software is equal or superior to this sample. Pity this selection has only games. Well if you're into gaming this one is for you. Catch you bleeping next time.

Scott Roseboom

Letter from Doreeen Horne (via BBS)

Due to Will Erdmann's new home study commitments the equipment he loaned to the Workshop two years ago has now had to be returned to him. It was all very useful at the Workshop, and on behalf of Rod Watson and the many 8-bit members who benefited from its presence, thank you Will and good luck with those studies. Thank you too for the machine code articles which appeared so regularly in CURSOR. They started a good few of your fellow members on the road to a better understanding of the numbers which make our software work.

Whilst on the subject of the workshop at 25 Fairleigh Street, Windsor, I wonder just how many members are aware of the amount of assistance Rod Watson has given to his fellow 8-bit users since he started as its Co-ordinator. The workshop is advertised as being open for business on the 3rd Sunday of each month, but to my knowledge assistance is available from Rod on a 7 days a week basis, at almost any hour - and if he doesn't know the answer to the caller's problem, he will know where to direct the query. The amount which Rod has spent out of his own pocket on phone calls and petrol to assist his fellow computerists must amount to a tidy sum. I don't know whether the HELP column will appear once again in future editions of the newsletter but, meanwhile, if any 8-bit user has a problem help is as close as a call to your friendly workshop Co-ordinator!

Page 22 of the April Cursor carried a request for HELP column names verification, and Page 25 of the May Cursor carried the result. There were only two responses, I informed the Management Committee and it was decided to cease printing them and look to a possible combined HELP column. (any volunteers to attempt to organise such a column) Ed.

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Month 1pm--4pm

Rod Watson
coordinator.

Phone: (07) 857 6131

Huge selection of Public Domain software. Magazine library for the 64 operates.

PLEASE NOTE: Activities that breach Copyright on Commercial Software are illegal, and will not be tolerated at Meetings!

8 Bit Report

Our next meeting in July should be a challenge to all members to search their libraries and respond accordingly. It will be a UTILITIES night. Bring in your favourite utilities and YOU show them to us. Phil Parkin and Shiree have promised to supply a 64 and a printer so all programs will be capable of display. It will be a true 'audience participation' night. We hope to make up a composite disk of all the utilities so bring a spare blank disk if you want a copy of the end product. Come one, come all, and bring your sticks of chewing gum and utes We'll show 'em all and

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BOOKLETS

Public Domain Instruction Book (C64): \$5.00 (\$2.00 p&p)

Starting with Disk Drives (Paul Blair): \$2.00 (\$1.00 p&p)

Graphics and Sound on the C64 (G. Perry): \$5.00 (\$2.00 p&p)

Userware Wordprocessor

THE WRITE STUFF 64

(word processor), with Manual: \$18.00.

V2. BB SPELLER 64

(supplements TWS64) \$12.00.

BB Talker

(Write Stuff with speech synthesizer) \$12.00.

THE WRITE STUFF 128

(word processor) with Manual: \$30.00.

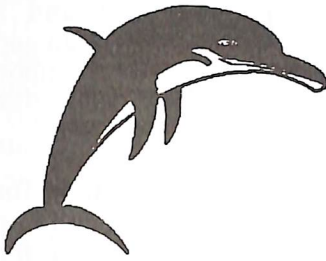
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(supplements TWS128): \$12.00.
(\$3.00 p&p).

thank you all, you beauts!

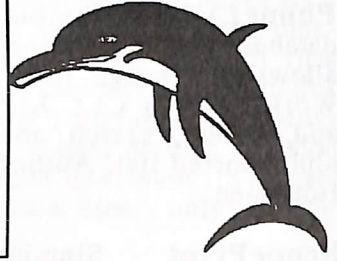
Once again Scott Roseboom showed his consummate skills in the preparation and delivery of his talk Scott even anticipated my usual insistent question "What is a Codemasters CD Pack?"; he had a ready answer, "It is a different software storage". This, indeed, proved to be the case; there were over 30 games stored on the one Compact Disk and Scott showed how these could be loaded and son Warwick showed how they could be played, a report from Scott is on the previous page this issue.

Douglas MacLukin



FISH

861-870



CONTENTS OF DISK 861

AskReq Yet another batchfile requester, similar but unrelated to the program of the same name on disk number 827. Opens up a window, displays a message and solicits a Yes/No type answer from the user. Requires OS2.x, version 1.00, both English and German versions and includes source in C++. Author: Harald Pehl

KingFisher A specialized database tool providing maintenance and search capabilities for the descriptions of disks in the format used by this library. KingFisher's database can span multiple (floppy) disk volumes, can be edited by text editors that support long text lines, can add disks directly from unedited email or usenet announcements, can remove disks, rebuild a damaged index, find next or previous software versions, print or export (parts of) the database, and more. Includes a data-base of disks 1-850. This is version 1.30, an update to version 1.15 on disk 808. Binary only. Author: Udo Schuermann

CONTENTS OF DISK 862

BEAV "Binary Editor And Viewer", is a full featured binary file editor. Just about any operation that you could want to do to a binary file

is possible with BEAV. You can: Insert or delete in the middle of a file thereby changing it's size; Edit multiple files in multiple windows and cut and paste between them; Display and edit data in hex, octal, decimal, binary, ascii, or ebcdic formats; Display data in byte, word, or long word formats in either Intel or Motorola byte ordering; Send the formatted display mode to a file or printer. The display and keyboard handling functions for BEAV are based on microemacs. Version 1.40, portable, and includes source and makefiles for several other systems. Author: Peter Reilley, Amiga port by Simon J Raybould

BioRhythm An intuition based easy-to-use program that shows your 3 basic BioRhythms plus the average-"rhythm". Take a look, dump it to your printer and make your plans for "when to do what". This is version 2.2, an update to version 1.0 on disk 759. This version has some new features and is 400% faster. Binary only, PAL version. C-Source available from author on request. Author: Thomas Arnfeldt

GlobeAnim An animation which displays a smoothly rotating earth. Includes separate versions for both PAL and NTSC systems. Author: Hannu Mikkola

PhoneList Simple phone list database, unique in the fact that it allows easy usage from either the WorkBench or CLI. Allows you to add, delete, search and create an alpha-sorted list. Author: Michael Hoffmann

ScopePrint Simple program for displaying/printing Oscilloscope simulations of sine and square waves. Presents you with a two-channel oscilloscope and allows you to input the frequency, phase, and amplitude of the signal(s). Version 1.0, binary only. Author: Wim Van den Broeck

CONTENTS OF DISK 863

GuiArc A graphical user interface for cli-based archivers like lha, arc, ape, zoo, etc. It has the 'look & feel' of a directory tool and can perform all basic actions on archives, such as Add, Extract, List, Test, Delete, etc. You can enter archives as though they were directories. You don't have to know anything about archivers. Fully configurable (Archivers not included). Version 1.10, requires AmigaDOS 2.0+, freeware, binary only. Author: Patrick van Beem.

Luffar The game of Noughts and Crosses, the object is to get exactly five "Noughts" (six doesn't count!) in a row up/down/across or diagonally, before your opponent gets five "Crosses" in a similar fashion. 0, 1 or 2 human players, rewind and ahead buttons. Version 1.0, freeware, binary only. (Source available from author). Author: Magnus Enarsson

Lyr-O-Mat A simple, fun program designed to generate

sentences out of a word list and a sentence pattern database. German and English database included. Version 1.0. Binary only. Author: Karlheinz Klingbeil of CEKASOFT

MPE A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L, M2Make, M2Project, and M2LibLink. This is version 1.60, an update to version 1.38 on disk 766. Binary only. Author: Marcel Timmermans

NetMount A tiny application that simplifies the ParNet mount procedure. You need ParNet (see disk 400) from The Software Distillery to use NetMount. Binary only. Author: Tobias Ferber

Noisome A commodity that allows you to play sound samples when a key or mousebutton is pressed, or a disk is inserted or removed. You can have different samples for the space and return keys as opposed to other keys, special samples for the mousekeys, a sample to be played instead of the visual display-"beep" and more... The samples are played in mono or stereo, and two can be played simultaneously. The audio allocation priority can also be set. Includes several sound samples. Version 1.0, binary only. Author: David Larsson

PowerPlayer A very powerful, user friendly and system friendly

module player. It can handle nearly all module- formats, can read powerpacked & xpk-packed modules and comes along with its own powerful cruncher that uses the lh.library. Has a simple to use interface and an ARExx port. Version 3.9, a major update to version 3.4 on disk 769, binary only, now shareware. (Previous versions were freeware.) Author: Stephan Fuhrmann

CONTENTS OF DISK 864

Change Small CLI-only program to translate numbers from one numbering system to another. Binary, octal, decimal and hexadecimal numbers are supported. Version 1.00, includes source in C++. Author: Harald Pehl

MouseAccel Yet another mouse accelerator, this one implemented as a commodity. If you find the built-in accelerator too slow, try this one. Requires at least Amiga DOS 2.04. Version 1.07, an update to version 1.01 on disk 497. Includes german version and source in C. Author: Stefan Sticht

SCAN8800 A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. Version 2.33, an update to version 2.28 on disk 812. Binary only. Author: Rainer Redweik

CONTENTS OF DISK 865

AntiCicloVir A link virus detector and exterminator. Also detects other types of viri. This version can detect: 126 Bootblock; 12 Link; 23 File; 5 Disk-Validator; 5 Trojans; and

3 Bombs; Automatically checks each inserted disk for bootblock and disk-validator viruses. Can scan all files of a specified directory for known link viruses, and constantly monitors memory and system vectors. Version 2.0, an update to version 1.8 on disk 842. Shareware, binary only. Author: Matthias Gutt

Back&Front Sends a window to the back or bring it to the front with defined actions. For example, bring a window in front by double-clicking in it and send it back with the middle mouse button. Any keyboard or mouse event can be trapped. Number of required actions can be changed (double-click vs triple- click). Implemented as a commodity. Requires at least AmigaOS 2.04. Version 1.09, an update to version 1.03 on disk number 497. Includes german version and source in C. Author: Stefan Sticht

Genealogist ArJay Genealogist is a specialized database for keeping track of genealogical information. It features a full, easy to use Intuition interface. The program is totally non-sexist and secular in nature, and correctly handles multiple marriages, "unconventional" marriages, adopted children, and unmarried parents. The printed reports include descendant and pedigree charts, personal details reports, family group sheets, and index lists of people and families. Free-form note files can be created using any editor, and IFF pictures can be viewed using any IFF viewer, from within the program. Other features include dynamic on-screen ancestor and descendant charts, extensive online context-sensitive help, flexible "regular expression" searching, and multiple ARExx ports

with an extensive command set. Up to 1000 people per database, with databases held in RAM for maximum speed and responsiveness. PAL or NTSC, AmigaDOS 2.04+ required. 1 Meg RAM recommended. Version 3.04, binary only. Author: Robbie J Akins

CONTENTS OF DISK 866

CFX Crunched File eXaminer allows the user to examine and find files using several different search criteria. CFX knows a huge amount of the current Amiga filetypes, including a vast number of "cruncher" types. CFX can also give in-depth disassemblies of crunched files, including most address crunched files, relocater crunched files, and some major archive crunched types. This version requires kick 1.3 or 2.0. Version 5.275, an update to version 5.242 on disk number 750. Binary only, freeware. Author: Bob Rye and Marcus Mroczkowski

Degrader Degrades your machine to try and get badly written programs to work. Allows you to block memory, add non-autoconfig memory at reset, turn audio filter on or off, intercept privilege violation errors, switch off cache/burst modes and can slow down a fast machine. Also can swap the boot drive and force 50Hz or 60Hz. Will do things straight away, after one reset or after every reset. Version 1.30, an update to version 1.00 on disk number 562. Binary only. Author: Chris Hames

DRED The Disk REDucer. This program allows the user to arrange data on a set of disks using a best fit algorithm. If you have ever

found it difficult to figure just which files should go onto which floppy, then DRED is for you! Most of the time (there are exceptions!) you can achieve 99% fullness of floppies/media. Requires kick 1.3 or 2.0. Version 2.003.007, binary only, freeware. Author: Bob Rye, Marcus Mroczkowski and Brett O'Callaghan

Floozy Disassembles the Foozle FidoNet mail management system logfile into readable, human understandable statistics. Floozy's output is clear and concise and fully covers all aspects of Floozy use. All message base names, number of messages, and in/out packets/bytesizes are noted and further stats are calculated on these figures. Requires kick 1.3 or 2.0. Version 1.0204, binary only, freeware. Author: Bob Rye

Oscillograph An emulation of an oscillograph, with five internal signal generators. The internal signals can be freely edited, even mathematical functions can be used. External signals can be used when a digitizer is connected to the Amiga. This program can be used for learning, demonstration, and even simple technical applications. The german original and the english translation are included, as well as a set of oscillations. Version 2.0, binary only. Author: Michael Gentner

PC-TaskDemo PC-Task is a software IBM-PC emulator. It allows you to run the majority of IBM-PC software on your amiga with no additional hardware. Runs just like a normal application allowing multitasking to continue. The program has a graphical user interface and no additional filesystem/device mounting is required. A few clicks

with the mouse and it is operational. VGA, EGA, CGA, MDA, Serial, Parallel, Mouse, 2 Floppy drives and 2 Hard drives are emulated. The hard drives can be partitions or hard drive files like the bridgeboard can use. This is the demonstration version 2.01 full version is available from the author. Binary only. Author: Chris Hames

Xerox4045 A printer driver for printers supporting the Xerox 2700 command set. The 4045 (a hulking 8 PPM laser unit), is probably the most popular member of this family, so it got the name. The focus of this version was to get the dot graphic functions working. This appears to be working correctly as printing from Professional Page V2.1 and Tax Break have been successful in 300X300 graphics mode. Version 1.0. Author: Bob Schulien

CONTENTS OF DISK 867

CenterScreen A commodity which centers the frontmost screen horizontally on hotkey. Useful if you normally operate with overscan screens and an old program opens a normal size screen. Requires at least AmigaOS 2.04. Version 1.07, an update to version 1.03 on disk 497. Includes german version and source in C. Author: Stefan Sticht

ComplexPlot Allows the transformation of a drawing by a complex function. The drawing can be edited with the mouse (line, circle and fill modes included), and generators for cartesian and polar nets can be used. The freely editable complex function then changes the drawing in many interesting ways. Both english and german versions are

included (and some demo drawings). Version 1.0, binary only. Author: Michael Gentner

DeluxePacMan A pacman type game. Commercial quality, with excellent graphics and responsiveness. Automatically adjusts to either PAL or NTSC. Can be controlled with a joystick, mouse, or keyboard. Written in assembly. Version 1.4, an upgrade to 'PacMan' on disk 717. Shareware, binary only. Author: Edgar M. Vigdal

GetDate A small program that allows users with an A500 or A1000 without a Battery backed-up clock to set the date and time from the startup-sequence. The user is prompted for the current date and time. The last date/time entered becomes the default for the next boot. Binary only. Author: James Weir

LeftyMouse Yet another LeftyMouse, this one implemented as a commodity. Swaps the left and right mousebutton for lefties. Requires at least AmigaOS 2.04. Version 1.06, an update to version 1.04 on disk 497. Includes german version and source in C. Author: Stefan Sticht

CONTENTS OF DISK 868

CDTV-Player A utility for all those people, who'd like to play Audio-CD's, while multitasking on workbench. It's an emulation of CDTV's remote control, but is a little more sophisticated. Access to the archive even without a CD-ROM- Drive (i.e. AMIGA 500- 4000), although you can't play a CD. PROGRAM & KARAOKE (live on-screen) included. Recognizes CDs automatically. AREXX-Port for usage in other programs. Version 2.0, an

update to version 1.8 on disk number 849. FISH-WARE, binary only. Author: Daniel Amor

MouseBlanker Blanks the mouse pointer after a defined timeout or if you press any key. Implemented as a commodity. Requires at least AmigaOS 2.04. Version 1.21, an update to version 1.13 on disk 497. Includes german version and source in C. Author: Stefan Sticht

Request Opens the OS 2.0 autorequester from script files. Title, text, gadgets and publicscreen of the requester can be changed by commandline options. Requires at least AmigaOS 2.04. Version 1.04, an update to version 1.00 on disk 497. Includes source in C. Author: Stefan Sticht

RussianFont Three Russian Vector Fonts, with a special Russian keymap that matches the Russian typewriter. These fonts are compatible with Russian Fonts found under WINDOWS (=> easy exchange). Version 3.0, update to version on disk number 805. Designed with FontDesigner. Binary only, shareware. Author: Daniel Amor

SMaus A highly configurable "SUN-mouse" utility, implemented as a commodity with a graphical user interface. It activates the window under the mouse pointer if you move or after you have moved the mouse or if you press a key. You can specify titles of windows which shall not be deactivated using wildcards. Requires at least AmigaOS 2.04, uses locale.library if available. Includes english and german docs, german catalog file. Version 1.17. Shareware, binary only. Author:

Stefan Sticht

CONTENTS OF DISK 869

Clock A simple Clock program but with the handy feature that you can "snapshot" the clock to stay with any screen or it can be free to pop to the frontmost screen automatically. Up to 4 alarm times can be set, which can simply put up a requester or cause some program to run in background. Hourly chimes can also be made to run a program (I.E. a sound sample player). Uses locale.library with OS2.1+ Version 2.00, binary only. Author: Bernd Grunwald

CL_SEP92 This is the September 1992 release of CheatList for the Amiga. Cheatlist is a collection of various forms of help (cheats, hints, codes, etc.) for Amiga games. Included in the package is PokeList, a similar file which details pokes usable with the Action Replay cartridge. The September release covers 500 games, and on average, another forty games are added each release. Shareware. Author: Various, compiled by Peter Monk

Uhr A small configurable digital clock (Uhr is german for "clock"), that makes use of the FormatDate() function in WorkBench 2.1's locale.library. Requires at least Kickstart 2.04 and WorkBench 2.1. Version 1.03, an update to the version on disk 757. Includes source in C. Author: Stefan Sticht

CONTENTS OF DISK 870

AmigaGuide Archive distribution of the AmigaGuide hypertext utility direct from Commodore. Contains

developer examples and tools for AmigaGuide under V34/V37 and V39, plus a new free print/sign/ send-in distribution license for AmigaGuide, amigaguide.lib- rary, WDisplay, and their icons. Author: Commodore Business Machines

FollowMouse A pair of small blinking eyes following the mouse movements on the screen. Runs from both the WorkBench and CLI. Version 1.2, an update to the version on disk number 757. Includes source in PASCAL. Author: Kamran Karimi

Installer Archive distribution of the Amiga Installer utility direct from Commodore. Contains V1.24 of the Installer, documentation and examples for developers to use when developing their software. Also contains various enhancements and fixes detailed in the documentation enclosed. The documentation has also been enhanced and brought up to date. Author: Commodore Business Machines

SoftProtect A software disk write-protection. With the permission of the user, disables floppy writes even on write- enabled disks. Switches to enable/disable states with a gadget. Runs from both WorkBench and CLI. An update to 'AskFirst' on disk number 753. Includes source in assembly. Author: Kamran Karimi

StackCheck A program that determines the maximum stack usage of another program. It uses a completely different method than all the other stack-watching programs like WatchStack or Xoper and is very reliable. In most cases it does not require any CPU time to do its work. Version 1.0, includes source for Aztec C and GNU C. Author: Gunther

Rohrich

SWAP Memory management may be considered as one of the weak points of Amiga OS. SWAP was written as a trial to provide swapping for Amigas without any special hardware. The main intention is to let the user choose a task, swap it to disk so that its occupied memory is released, and do other things. Later on, he could swap the program back to main memory and let it continue from the point it was interrupted. Includes source in C and assembly. Author: Kamran Karimi

WindowShuffle Activates and brings to front next or previous window with hotkeys. Hotkeys can be changed. Implemented as a commodity. Requires at least AmigaOS 2.04. Version 1.07, an update to version 1.05 on disk 497. Includes german version and source in C. Author: Stefan Sticht

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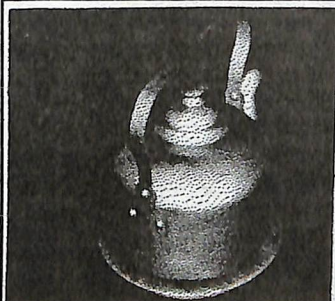
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